A Knight of The Seven Kingdoms (HBO series)

V 1.0 By Apocbox



The dragons are no more, and the Targaryens are in decline. To garner support after the Blackfyre rebellion the royal family is set to visit a tourney in Ashford, held in celebration of Gwin Ashford birthday. During the trip two sons of Maekar Targaryen have gone missing. At the same time Ser Arlan of Pennytree is buried by his squire Dunk, who also embarks to the Ashford Tourney, with you arriving as he finishes taking a shit and sets off on his journey.

ORIGINS

Choose your age and sex for free

Drop In

You appear out of nowhere with no history in this world. You see a tree and rider with three horses in the distance.

Hedge Knight

One of the many low born knights of the realm. You were recognized for some deed and knighted. You aren't particularly known but you aren't exactly a ghost eighter. You wake up in a hedge near Ashford.

Lord

Whether you are a member of small house or a family to some Lord Paramount, you're now officially of noble birth and are a lord yourself. You can become a head of a new house, or a member of existing one. You wake up in your tent at Ashford.

Royalty

Blood of the dragon and descendant of Old Valyria you are one of the Targaryens. Usually that would mean eighter silver or gold hair and violet eyes but with recent addition of Dornish blood in to the family you can have black hair instead. You're not exactly heir to the throne but you're still royalty. You wake up in a camp a couple of days away from Ashford.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off

General

Am I To Be A Knight One Day, Ser? Free

You have all the skill a knight should have. From knowing how to use sword and shield to riding horse and jousting. Your skills now are mediocre but you have great talent and with proper training and experience can become one of the best knights the realm has ever seen.

Hard Living In A Fantasy World Free

Tough times produce tough man. You're strong and healthy and can keep yourself so a lot easier than before. You are resistant to disease and starvation and heal a bit faster than usual. It's harder for you to get dirty and you smell pleasant, as well as being easy on the eyes. You're immune to STD's, have control over your fertility and can fall asleep even in the worst conditions.

What The Fuck Is A Trial of Seven? 100

You have extensive historical knowledge of any lands you find yourself in. You know the dates of important events, the names of historical figures and what they did, religious texts, local customs and all the laws as well as legal precedents. Updates whenever you visit new lands.

Blinded Raven 200
Supernatural information gathering powers to not work on you, your past, present and future, your thoughts and very nature being completely inaccessible to them, nor can any mind controllers get ahold of you, their attempts at manipulating you sliding right off. You are also extremely good at evading arrows, sensing where they're coming from.

Drop In
Blood Of The Kings 100
Magic runes through your veins and you know a variety of small tricks you can use it for, like producing sparks by snaping your fingers and chilling water to near freezing by blowing on it. Choose a single field of magic like pyromancy or blood magic, you have great talent in it, allowing you to learn it quicker as well as already knowing some stronger spells in it.

You Shall Be King and Die In A Hot Fire 200
You are capable of giving a summary of potential future no longer than 20 words in length, to any person. You can give as many such prophecies to as many people as you want but can only give it to the same person once a month.

Mystical Smith 400
Blessed by the Smith are you? Your skills with a forge, hammer and anvil are unmatched. From tools to weapons, from armor to jewelry you're a master in all forms of smithing. But where you are truly marvelous is working with supernatural materials. Be it making them from scratch or reforging already existing ones. You can even figure out how to use mundane means to recreate them. You already know how to forge and reforge Valyrian Steel.

Jumper The Builder 600
Or maybe you're the Smith himself given flash? There isn't a field related to crafting that you haven't mastered. From Architecture and alchemy to leatherworking and glassmaking. You know a runic language you can use to enchant items with. Armor that ward off harm, flaming swords, horns that can cause earth quakes or bind dragons even giant ice walls that stand for millennia protecting the living from the dead, all can be made by you. You just need the right materials as normal ones would not be able to hold the power of your stronger enchantments very well, or making your creations extremely big as that helps as well, to a smaller degree.

Hedge Knight
Massive Hog 100
Seven Above! How do you even walk around with that thing between your legs? You have a magnum dong similar to Ser Arlan, maybe that's why he sired no children? You don't have such a problem though as your partners find it surprisingly pleasurable despite what biology should say. Alternatively, you can get a pair great big tits people could bury their face in. Thank the gods for Bessie. And her tits.

Endearing 200
There's just something about you. Maybe it's your honesty or chivalry but you have a something about you that makes people around you to quickly warm up to you. Building

lifelong friendships is easy and you stick in the memories of people even if you haven't interacted in decades.

The Seven Above Gave You Tallness 400
So be tall. And so, you are. Standing around seven feet tall and possessing great physical strength and durability. Cutting a horse's head of in a single swing of your sword or popping man's head by squeezing with your full power are all things you can to. Your skin is more akin to boiled leather in toughness if not in feel and your bones are as strong as steel. This level of physicality stays with you no matter how strong you become, always providing proportional boost.

Get Up 600
A true knight always finishes a story. And you're a true knight. Your endurance and vitality is legendary. You could get your eye blown out of the eye socket by the lance, stabbed in the leg and through the hand, constantly be hit by sword and mace of horse riders passing by and just keep going. Pain means nothing to you and you barely, if ever get tired. And when the battle is over and it's time to heal and rest your wounds will not only be able heal perfectly and far faster then average but you will come out stronger out of it. You also age gracefully being just as healthy and strong in your seventies as you were in your twenties.

Lord
Lords Eye 100
With a look you can pretty accurately guess someone's strengths and weaknesses. And with a few words exchanged you can get measure of their character.

Building Up The Cider Business 200
Some lords may look down on merchants and that's just foolishness. As money is power and you're quite good at amassing it. You are a great businessman having amazing instinct and great knowledge of logistics that allow you to spot opportunities and easily set up profitable business ventures.

Do You Like Dancing? 400
Throwing feasts and parties everyone loves is your talent. From small birthday parties, to massive royal weddings, you can make them fun and entertaining. You also have an interesting relationship with alcohol, not suffering from hangovers and being able to sober up in an instance with just a thought. Alcohol or any other mind affecting substance also doesn't affect your combat skills and awareness, with you being able to fight while absolutely hammered just as well as when you're sober. Finaly you're immune to any and all addictions.

The Prince's Sons Are Missing 600
You are a master of social manipulation, capable of spinning nigh on any narrative with the lies you tell spreading like wildfire, catching on in record time. You're also a great schemer and networker, setting up friendships and alliances that could benefit either only you or both parties. You have great luck when it comes to randomly stumbling in to important people.

Royalty
Egg 100
The burden of rulership can sometimes become suffocating. In times like this one might want to go out and relax, which might be hard to do if people know how you look. You're

a master of disguise being able to fool even the people who knew you your whole life by just changing your hair style and dressing up in clothes you wouldn't usually wear.

The Good 200
It just comes naturally to you, being nice to people. You remember things about them and their loved ones and can easily empathies with them. You have a strong will and an acute sense of justice, being able to deduce wither someone is guilty of any accusations levied against them.

Dragon Dreams 400
Many a Targaryen were dragon riders, far fewer dragon dreamers. Whenever you go to sleep you can trigger this perk and receive a dream of potential future. At first, they will be convoluted, shrouded in allegory and metaphors as well as only showing the near future. But with time and effort you can learn to direct them farther in time and make them more straightforward and understandable.

The Hammer and The Anvil 600
The Warrior smiles upon you. You are a genius of warfare, master of strategy, tactics and logistics bar none, capable of wining battles with far inferior troupes than your enemies while keeping most of your forces alive if not unharmed. Any weapon you pick up you can master in span of a day gaining skills similar to what most would achieve after decades of training. You see though feints and traps and can easily turn them against your opponent.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (Weapon in to a weapon, tool in to a tool etc.). If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing 50 after the first purchase. You can combine compatible items like Shining Armor and Good Steel, Strong And Plain.

General
A Sigil Of Your Own Free
Beautifully designed and crafted coat of arms and house words on a wall tapestry, as well as a self-updating painting of your family tree.

Best Girl 100
Horse of exceptional breed. Strong and fast as well as smart enough to understand your verbal commands, with endurance to gallop for days on end this beauty is the beast horse you could ask for in this world. Comes with an infinite bag of oats and apples for her to munch on. 25% less likely to die if you name it.

Drop In
Magical Bauble 100
Maybe a golden neckless with a ruby or a silver ring with a sapphire. This piece of enchanted jewelry acts as an arcane focus for all your magics. All spells cast while wearing this are twice as strong and cost half the energy. Has a spell of Glamor ingrained in it that you can alter at will, capable of casting it on you for free as long as you wear it.

Legendary Materials 200
You have a cart full of rare and mythical natural materials like nuggets of starmetal and sticks of a weirwood, leaves of the black-barked trees and bundles of ghost grass.

Peaty much material of mystical significance can be found here as long as it is naturally occurring. Any material taken from here restock in a month. You gain a new cart with setting appropriate materials every jump.

Shining Armor 400
A set of runically enchanted armor made out of the legendary metal like Valyrian Steel or starmetal from which Dawn was forged. Has a property to nullify some of the kinetic energy while dispersing the rest equally across the body. It fits you perfectly no mater the size and is always clean. Becomes able to nullify more damage the more magically powerful you are.

Three Headed Dragon 600
Three petrified dragon eggs. You can perform a ritual to hutch them by placing them in a pyre, burning a living person with them and walking in to the flames. When the fires die down you will be unharmed and the dragons will be hutched. They have potential to reach the size of Balerion the Dread in 10 years and will be completely loyal to you. They have a property of boosting your magic and the magic of anyone you want, with the boost being bigger the older they are. You can keep them as followers in future jumps or import them as companions. You get a new set of eggs at the start of each new jump.

Hedge Knight
Elm Tree 100
A small beautiful piece of land with an elm tree on it that follows you wherever you go. Sleeping under it as comfortable as sleeping on a royal bed. Protects from the rain and has a campfire that makes the food that is cooked on it healthier and more delicious. Has either a river or a well with clean water nearby.

Good Steel, Strong And Plain 200
A mixture of plate, chainmail and gambeson as well as a mele weapon of your choice. It fits you perfectly is always clean and doesn't impede your movement. The helmet also doesn't block your vision despite covering your head almost completely, and the weapon weights less for you while weighting the same for your enemy's.

Oak And Iron Guard Me Well 400
A good sturdy shield with your sigil on it. Moves itself in the way of attacks and reflect half the energy it is hit with back where it came from. Has increased chance to stun someone if you hit them with it.

Trial By Combat 600
Arena of sorts that might have actually been blessed by the gods, because it makes the idea behind trials by combat actually works. When an accuser and an accused, or their chosen warriors fight here the party in the right is guaranteed to win. Tyrion would have beaten Gregor Clegane by himself if they fought here.

Lord
Lands And Titles 100
You are a lord, owning a sizable piece of land with a few villages, a town and a manor in it as well as a position of legal authority to rule and govern it.

Apple Orchard 200
You have some sort of business venture that constantly produces a great stream of money for you. Might be a number of apple orchards producing both fresh apples and a cider, or maybe you own half the crabbing fleet of Westeros.

Bran's Specialty 400
A magnificent giant castle on par with the Red Keep, Storm's End and Winterfell. Surrounded by a moat and with each brick and stone of it having been inscribed with protective runes it's high walls are now durable enough to withstand the strongest modern-day artillery and even dragon fire. Has a hot spring in it's underbelly from which water is piped through walls in winter keeping it warm, as well as a restoking pantry with enough food to indefinitely support hundreds of people.

Grand Tourney 600
Once a year you can throw a party lasting up to a week, the likes of which the realm has never seen. Well never seen from anyone but you. It will have all sort of entertainment and will attract extremely important people from both the country you're in and even from outside of it. If you capitalize on the provided opportunity, it will be extremely easy to form all sort of deals as everyone becomes just a bit more agreeable to your propositions while the party lasts.

Royalty
Winged Pigs And Fancy Foreign Fruit 100
More of a work of art then a piece of armor. Makes people see you in a more charitable and honorable light. Otherwise, a normal, if beautiful full plate armor.

Valyrian Steel Weapon 200
Beautifully crafted weapon made of the famous valyrian steel. Is unbreakable and is as sharp as a razor. Deals more damage to supernatural beings as well as acting as their weakness, like silver for werewolf. Things killed using it cannot be resurrected, turned into undead, reanimated or in any other way come back to life without your permission.

Personal Throne 400
Maybe it's the famous Iron Throne, or the creepy Seastone Chair or something completely unique. Whenever people see you siting on it, they are more susceptible to your ideals, with your speeches striking true to their hearts and commands issued from it are completed in the spirit they were given with people getting an idea of what you want more clearly.

The Crown 600
Pick one crown. Either Aegon Targaryens valyrian steel one, which will give you an aura of strength and cause people to fear and respect you more, or Hugor of the Hills golden one with seven star like gemstones that will give you an aura of peace and cause people to see you as a divinely chosen ruler.

Companions
Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Verse Free

You can instead go visit the book version of the story, or maybe a fanfiction of your choice set in this time period. If you visited this world earlier in the timeline you can make your choices from then stick.

Extended Stay +100 per

Stay for 10 more years. Can be taken as much as you want but you only get cp for the first 4 purchases.

Oh Hey Babe +100

Maybe it's the absence of proper indoor plumbing or hygiene but you do just randomly see people shiting every day. It catches you off guard every time.

Arse +100

You sense of direction is a bit off. You'll constantly will be starting to go the wrong way and will take you a moment to realize that.

Seven Fucks +100

You constantly hit your head in the doorways. Even if you logically aren't supposed to like being short.

That's Ridicules +100

Your name is pretty dumb with people constantly commenting on it and you're a bit self-conscious about it.

By Scent Alone No Doubt +100

You reek. Even if you wash yourself with the finest soaps you'll start to stink after a couple of hours. Maybe save up for perfumes.

Why Have I Been Vomiting All Morning+100

The prospect of battle makes you quite nervous. You throw up before any fight, be it real or imagined.

What's Wrong With Your Eye +200 per

You're missing one. Or maybe your leg was crushed under a horse or perhaps you were born with a club foot. You have some sort of disability. Can be taken multiple times.

That's An Odd Thing To Say +200

You constantly say things in a way that paints you as a suspicious individual. Even when the things you say are true.

Must You Mock Me +200

People will almost always disrespect you at first. You can earn their respect but they'll still mock you far more often that they would have otherwise.

The Dragon Ought To Never Lose +200

You have a massively inflated ego, seeing insult at you and things you hold dear in barely tangential things and events.

Maybe One Night He'd Make Me His Sister +200
Your genitalia have been militated. If you're a man then you're now a eunuch. If you're a woman you suffered from female circumcision. Whatever the case you're traumatize by it.

Rotten To The Core +200
You have no honor and constantly betray people. You can easily promise a person to fight for them, say that you're going to go gather allies and immediately go sell out to the enemy.

Incestuous Alien +300
You may or may not be a Targaryen but you did lose the sanity coin toss. You're paranoid and delusional, jumping at shadows and seeing plots of betrayal where there are none.

His Skills Were... Unsung +200/400
Any knowledge and skills related to combat and warfare are gone from you and any training or learning boosters will not help with regaining them. For additional 200 you will never reach a level of proficiency above average in any field, even non-combat related ones.

The Final Choice
First of all, any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of Dunk and Egg for free.

Now Choose

Stay Here
Want to settle around here? Well good luck to you and have a nice life. Here take additional 1000cp to spend here

Go Home
Want to go see your home? It's okay you can go back now. Here take 500cp to spend here before you retire.

Next Jump
That's what we're talking about! Here take this copper penny with you. Imbedding it in a tree before a fight slightly improves your chances of returning to it alive.

Notes

Changelog
V 1.0 Release


the chances of your squire
being a targaryen are low
but never zero